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IN THE SPECIFICATION:

A method of playing a game includes the step of generating or displaying a set of player symbols in at least one row or a matrix of multiple rows. A set of game symbols is generated or displayed, the symbols arranged in a row. The row of game symbols is compared to at least one of the rows of player symbols. If symbols in corresponding positions of the row of game and player symbols are the same, a match is declared. The outcome of the game is determined by arrangements of matched symbols. In one embodiment, the game is presented as a multi-player game. In one embodiment, rows of game symbols are displayed sequentially and compared sequentially to rows of the player's symbols in the matrix [A variety of methods of playing dice games and apparatus for implementing the games are disclosed. In one embodiment, at least two indicia are displayed, the indicia selected from a group of indicia including two indicia representing each side of a dice, the indicia representing each side of a dice having a distinguishing characteristic. In one embodiment, the group of indicia includes each side of a dice distinguishable by color. After display of the indicia, a player is permitted to hold none, one or more or all of the indicia. An indicia is then selected from the group of indicia for each non-held indicia. The resulting combination of indicia is then evaluated to determine if it comprises a predetermined winning combination of indicia. In one embodiment, a video machine is arranged to implement the game. Machine-readable media reading and writing devices allow players to save and restore games in progress. In one or more embodiments, two or more gaming devices are associated with a common controller. The controller dictates a time period by which a player must provide game play input to the gaming device in order to proceed with the game. The outcome of the game may be determined by comparison to the

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outcome(s) received by other players playing the game. In one embodiment the game comprises the display of a plurality of game indicia and a plurality of player indicia and includes the step of determining if any of the game indicia and player indicia match. A score is generated based upon matching symbols].
